NAME: Mole PLAYER:

VALUE	CHAR	COST	BASE	PTS
33/43	Strength	x1	10	23
21			10	33
33	Constitut	tion x2	10	46
10	Body	x2	10	0
10	Intellige	ence x1	10	0
10	Ego	x2	10	0
5	Presence	x1	10	-5
10	Comelines	ss x1/2	2 10	0
7/9				0
7/9	Energy De	efensx1	7	0
	Speed	x10	3.1	19
	Recovery		14	8
56	Endurance	= $x1/2$	2 66	-5
44	Stun	x1	44	0
Cl	naracteris	stics Co	st:	119
CTD D	<b>-11.</b> 18-	Run		2"

STR Roll: 1	-8-	Run 2	2 "
DEX Roll: 1	_3-	Swim 2	2 "
INT Roll: 1 EGO Roll: 1	1-	Jump 9	" (
EGO Roll: 1	1-	_	
PER Roll: 1	1-		

Experience: 79

DNPC, "Young daughter", incompetent, appear 8-Distinctive, "Mole form", easily concealable, major Hunted, "Progenator Cyber-Systems", less powerful, harsh, appear 8-Physical Lim, "No sense of smell", frequently, slightly Physical Lim, "Cannot jump", infrequently, greatly Physical Lim, "Blind", frequently, greatly Physical Lim, "Blind", frequently, greatly Physical Lim, "Extreme fear of heights", uncommon, total Psych Lim, "Code vs. killing", common, strong	DISADVANTAGES BASE: 100+F	2 <b>TS</b>
Distinctive, "Mole form", easily concealable, major Hunted, "Progenator Speed Form", less powerful, harsh, appear 8-Physical Lim, "No sense of smell", frequently, slightly Physical Lim, "Cannot jump", infrequently, greatly Physical Lim, "Blind", frequently, greatly Psych Lim, "Extreme fear of heights", uncommon, total Psych Lim, "Code vs. killing", common, strong		15
Hunted, "Progenator Cyber-Systems", less powerful, harsh, appear 8- Physical Lim, "No sense of smell", frequently, slightly Physical Lim, "Cannot jump", infrequently, greatly Physical Lim, "Blind", frequently, greatly Psych Lim, "Extreme fear of leights", uncommon, total Psych Lim, "Code vs. killing", common, strong	Distinctive, "Mole form",	10
powerful, harsh, appear 8- Physical Lim, "No sense of smell", frequently, slightly Physical Lim, "Cannot jump", infrequently, greatly Physical Lim, "Blind", 19 frequently, greatly Psych Lim, "Extreme fear of 19 heights", uncommon, total Psych Lim, "Code vs. 19 killing", common, strong	Hunted, "Progenator	5
Physical Lim, "Cannot jump", infrequently, greatly Physical Lim, "Blind", 19 frequently, greatly Psych Lim, "Extreme fear of 19 heights", uncommon, total Psych Lim, "Code vs. 19 killing", common, strong	<pre>powerful,harsh,appear 8- Physical Lim,"No sense of smell",frequently,</pre>	10
Physical Lim, "Blind", 19 frequently, greatly Psych Lim, "Extreme fear of 19 heights", uncommon, total Psych Lim, "Code vs. 19 killing", common, strong	Physical Lim, "Cannot jump", infrequently,	10
Psych Lim, "Extreme fear of 19 heights", uncommon, total Psych Lim, "Code vs. 19 killing", common, strong	Physical Lim, "Blind",	15
Psych Lim, "Code vs. 1! killing", common, strong	Psych Lim, "Extreme fear of	15
	Psych Lim, "Code vs.	15
vuln, "Sonics", uncommon, x2   10   stun	Vuln, "Sonics", uncommon, x2	10

## THE LONDON WATCH

PTS	5 POWERS	END
8	360 Degree Sensing,	
	Unusual Sense Group,	
	Only In Hero $ID(-1/4)$	
14	6/6 Armor, Only In Hero	)
	ID(-1/4)	
16	2 LVLS Density	
	Increase (stats	
	already included), Only	
	In Hero $ID(-1/4)$ , 0 END	)
_	Persistent(+1)	U
5	+0 Detect, "Mass	
	densities", make into	
1	sense	
4	Discriminatory, Only In Hero ID(-1/4)	ı
7	+5 EGO, Only vs. PRE	
,	attacks(-1/2)	
5	Instant Change	
8	Life Support, doesn't	

breathe, Only In Hero ID(-1/4)60 MP (75), Only In Hero ID(-1/4)

6u PKG,8D6 EB,1/2 END (+1/4), 2D6 EB, NND(+1),Defense: Density Increase or inorganic

body,1/2 END(+1/4) 2u 1 1/2D6 HKA, "Vibrating claws", vs physical defense, 1/2 END(+1/4)

6u 4" Tunneling, 10 DEF Increased Def, can close hole, 1/2 END (+1/4)

4 Range, Detect, Only In Hero ID(-1/4)

-6 2" Running, Only In Hero ID(-1/4)

16 Targeting Sense, Detect, Only In Hero ID(-1/4)==Perks==

2 11- Contact: Doctor Goldwing ==Skills==

2 AK: London 11-

2 AK: Wales 11-

3 Demolitions 11-

1 Lang: Watch Battle Language

3 PS: Miner 12-==Talents==

3 Immunity, very common, Desc: Alcohol ==Equipment==

4 Radio XMIT/REC, IIF (-1/4)

Base OCV: 7 Base DCV: 7 Adjustment + Adjustment + Final OCV = Final DCV =

Maneuver	Phase	ocv	DCV	<b>Effect</b>
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	

<8 Rang <4 <16 <32 <64 <128 RMod -0-2 -4 -6 -8 -10

DEX: 21 SPD: 5 ECV: 3 Phases - - 3 - 5 - - 8 - 10 - 12 PD/rPD 15/ 6 ED/rED 15/ END: 56 STUN: 44 BODY: 10

	3D6	Loc	StunX	NStun	BodyX	CV	Armor
	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
,	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

## NOTES

Kingdom of Champions (410) p132

3

0 Name: Owen Edwardes Species: Human mutate Gender: Male

Team: The London Watch

Disadvantages Total : 115 79 Experience Spent + 294 Total Points =

175 : Powers Total

119 + Characteristic Total

294 = Total Cost